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Improving **Occlusion** Query Efficiency with Occupancy Maps - group of 6 »
D Staneker, D Bartz, M Meissner - Proceedings of the 2003 IEEE Symposium on Parallel and Large ..., 2003 - portal.acm.org
... HP VISUALIZE fx10 with the HP **Flag** and on ... window of 1024 □ 768 pixels, every **tile** represents 4 ... the graphics accelerator to acquire the **occlusion** query result ...
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J Strom, T Akenine-Moller - 2004 - freepatentsonline.com
... an **occlusion flag** for a **tile** to indicate non-**occlusion**; and wherein processing pixels comprises: detecting that the **tile** has a **occlusion flag** indicating non ...
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M Meissner, D Bartz, R Gunther, W Strasser - Computer Graphics Forum, 2001 - Blackwell Synergy
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Occlusion culling method
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S Betge-Brezetz, R Chatila, M Devy, T LAAS-CNRS - Robotics and Automation, 1995. Proceedings., 1995 IEEE ..., 1995 - ieeexplore.ieee.org
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Modified method and apparatus for improved **occlusion** culling in graphics systems - group of 3 »
EC Greene, DA Voorhies, P Sabella, JM Danskin, JM ... - US Patent 6,646,639, 2003 - Google Patents
... (54) MODIFIED METHOD AND APPARATUS FOR IMPROVED **OCCLUSION** CULLING IN GRAPHICS SYSTEMS ...
Such region is defined by a **tile** and a coverage mask therein. ...

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1 The RACE II engine for real-time volume rendering

Harvey Ray, Deborah Silver
August 2000 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware HWWS '00**
Publisher: ACM Press
Full text available: pdf(785.19 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper, we present the RACE II Engine, which uses a hybrid volume rendering methodology that combines algorithmic and hardware acceleration to maximize ray casting performance relative the total amount of volume memory throughput contained in the system. The challenge for future volume rendering accelerators will be the ability to process higher resolution datasets at over 10Hz without utilizing large-scale, and therefore, expensive designs. The limiting performance ...

2 Texture tile visibility determination for dynamic texture loading

Michael E. Goss, Kei Yuasa
August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware HWWS '98**
Publisher: ACM Press
Full text available: pdf(833.33 KB) Additional Information: full citation, references, citings, index terms

3 Improving Occlusion Query Efficiency with Occupancy Maps

Dirk Staneker, Dirk Bartz, Michael Meissner
October 2003 **Proceedings of the 2003 IEEE Symposium on Parallel and Large-Data Visualization and Graphics PVG '03**
Publisher: IEEE Computer Society
Full text available: pdf(416.60 KB) Additional Information: full citation, abstract, citings

Image space occlusion culling is an useful approach to reduce the rendering load of large polygonal models. Like most large model techniques, it trades overhead costs with the rendering costs of the possibly occluded geometry. Meanwhile, modern graphics hardware supports occlusion culling, whereas they associate a significant query overhead, which hurts in particular, if the occlusion culling query itself was unsuccessful. In this paper, we propose the Occupancy Map - a compact, cache-optimized ...

Keywords: Viewing Algorithms, Occlusion Culling

4 Delay streams for graphics hardware